SOLID STATE NETWORKS

DISTRIBUTED CONTENT DELIVERY EXPECTED TO BE HOT TOPIC AT GDC 2006

Solid State Networks Co-Founder Tom Ketola
To Outline Commercial Use Of BitTorrent Protocol
During Session At Gaming Conference

SAN JOSE, Calif., March 20, 2006 – The commercial use of peer-to-peer technologies for distributing popular online games and other large digital content, such as primetime television shows and major motion pictures, is expected to be a hot topic at this week's Game Developer Conference 2006. New startup companies, such as Solid State Networks, are entering the content delivery market with new products while major technology leaders are acquiring established content delivery solutions providers, witness last week's acquisition of Kontiki by Verisign, all of which is putting a bright light on the rapidly growing market segment.

Solid State Networks, a startup company dedicated to developing high performance distributed content delivery solutions, is demonstrating at GDC (Booth 1443) its Solid State Distributed Delivery Network™ (DDN), the industry's first high-performance, commercial-class content delivery solution based on the popular BitTorrent protocol.

Additionally, Tom Ketola, one of Solid State's co-founders and its VP of Engineering, is speaking at the conference, outlining the gaming industry's opportunity to leverage the popular BitTorrent protocol to improve end-user experiences while saving bandwidth and hardware costs.   Studies show that BitTorrent protocol traffic may account for up to 30 percent of all information distributed over the Internet.

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"Consumers are showing no let up in their use of the Internet as a preferred means to acquire digital content, whether music or large games," said Ketola, the VP of Engineering at Solid State Networks. "The size of digital content objects is growing exponentially while the economics of delivering them over the Internet has hit a wall."

In his presentation Friday, March 24, from noon to 1 p.m. PST, Ketola will outline for content producers and owners how they can utilize an optimized peer-to-peer or distributed architecture to solve the frequent problem of overloading Internet servers without the costly installation of additional hardware or use of expensive, traditional content delivery networks (CDNs).

Solid State Networks is tapping into the increasing use of the Internet by consumers as a preferred way of buying and enjoying games, movies, music, television shows and software. The company's high-performance distributed delivery software is designed specifically to meet content publishers' needs for easy and affordable distribution to consumers of the content they want most, when and where they want it.

Solid State's flagship product is the Solid State Distributed Delivery Network™ (DDN) which is a hybrid content delivery solution that combines the economic advantage of BitTorrent end-user bandwidth sharing with the reliability of a traditional CDN. It allows content providers to set desired Service Level Agreements so content is always available with customizable quality of service levels. It also provides advanced analytics, reporting and flexible integration with content management and digital rights systems.

About Solid State Networks

Solid State Networks is a developer of high performance distributed content delivery solutions, and the first commercial-class software suite based on the massively scalable BitTorrent protocol. Solid State's offerings are ideal for the distribution of high-demand, massive digital objects, including PC and console video games, high resolution video including feature films and television programs, music, and software programs. For more information, please visit www.solidstatenetworks.com.

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